



Computer Users' Group  
October, 1984 Vol 7 No 2

### We Need You

Welcome back to the third issue of CUG's newsletter. It's only number two because we number the summer issue '0'. Anyway, we are happy to have you back to enjoy all the fascinating articles on tap. Next issue there might not be any articles. You can help us solve this problem by writing something yourself. Lord knows we do not have the time to do everything on our own; what you can do for us is to write any article you want on any subject vaguely related to computing at Concordia. If humour is your forte, please proceed -- computer people need every laugh they can get.

### What an Accomplishment

If you do not like displays of raw boastfulness, skip to the next section. As mentioned above, this is the third newsletter published this year; notice that it is still October, the beginning of the year. Without meaning to put down last year's CUG executive, they only managed to produce three newsletters in the whole year and not one of them was as long as any of ours. In fact, the August issue this year is the longest ever produced by any edition of CUG.

Would you believe the August issue is almost **THREE** times as long as any other newsletter ever produced by CUG! And even better, the second longest in CUG history is our September issue, which is still

one and a half times longer than any newsletter from a previous year. To say the least, we are very proud of these small feats.

### Where to Find Us

One of CUG's main missions is to be available to the students at Concordia for help, aid and advice. The problem is for you to know when, where and how to get in touch with us. As far as electronic communication is concerned, we have accounts on all major machines: CCUSC51 on both the CYBERS and (are you ready) CUG on the VAX. You can send us mail any time and be sure of prompt response. We also have an office in the Hall building: H-983. We are very informal about office hours, most of the time the office has a rather party-like atmosphere so feel free to drop in at any time (BYOB). We also have formal hours when you can be sure of finding someone to talk to:

Monday:	5:30- 6:00
Tuesday:	1:30- 2:30
Wednesday:	12:00- 1:00
Thursday:	1:30- 2:30
Friday:	9:00-10:00

### Unqualified Success!

As you may or may not know, CUG held a 'Meet the Profs' Wine & Cheese party on Friday, October 12 and boy was it great! In fact, we estimate over seventy-five people attended including five profs. It was such a roaring triumph that the food ran out after an hour and the wine only lasted for about two

hours! Thirty-six bottles of wine and all gone! To say the least we are very pleased with the turnout but not very happy that there was no wine left for us to take home.

From what I could tell, most people managed to have a good time without drinking too much (except for certain people who shall remain nameless). In fact, even the profs had a good time finding out about the torture they inflict on their hapless students. Once again, thanks to Profs Fancott, Grossner, Lam, Peters and Shingal for showing up and proving that teachers are human too. Also, thanks to everyone of you wonderful computer-type students who were there for proving that we're not all boring. The boring ones did not show up. And for not showing up, they deserve missing the fun.

By the time the party broke up at 11:00, everything was used up. When we started at 7:00, we had thirty-six bottles of wine and two big plates of cheese and cold cuts as well as a big bag of rolls: some people even had their supper at our expense. It was our pleasure to provide a break from the terminal blues on a long, lonely Friday night of programming. Also, thanks to Saga foods for the good stuff.

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|       New, Improved CUG       |
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Well, our byelections are over, the votes were tallied (all zero of them!), and the new executives (all of whom were acclaimed) have entered the exciting (?) realm of CUG. We'd like to extend congratulations, best wishes, and a warm welcome to the following new executive members of CUG:

Vice-President:  
Richard Migneron  
Secretary:  
Lorna Fallavollita  
Executive Officers:  
Micheline Kamber  
Mark Zelada  
Contact Officer:  
Scott Maynard

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|       The Neverending Story...   |
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Chapter the Third: It seems that room H-906 is not a JEF room after all. Instead it's the only room in the university in which you have your choice of using either timesharing or JEF! Just turn the terminal off, then on again. You'll see a menu screen asking whether you want to use timesharing (IAF) or JEF. One word of warning, though: at present, if you want to use IAF, when you log in you'll have to specify your FAMILY name; in other words, for most accounts, you'll need to type your ACCOUNT number, PASSWORD, and then the word "SCHOOL", all on one line (Example: when you see the "USER NUMBER" prompt, type something like "CCUSC51,pw,SCHOOL" using your own user number and password, of course!)

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|               FINALLY!           |
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It took a while, but the Computer Center finally implemented a mechanism to transfer files between the 835 and the Hall 825. As a result, all the files we've been promising to have on the 825 are finally there! Just type CATLIST/UN=CCUSC51 for a list of all the nifty gadgets and interesting text we have for you... all of it absitively posolutely free. Our next issue will contain some instructions on how to use this file transfer utility... stay tuned!

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|               Red Faces...       |
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No, we don't mean what most of us looked like after the Wine and Cheese party... instead we'd like to apologize for the absolutely terrible print quality of our last issue. Seems the good folks at the Loyola print shop were asleep on the job or something; hopefully this issue will see them back to their usual high standards!

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| "R" You There? |
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Did you hear about the "R" utility? It's the nicest thing to happen to the Cybers in a long time. Just type R to repeat the last command you entered! The form R,XXX will repeat the last command you typed starting with XXX. The system will respond by listing the command, asking for any changes you wish to make to it, and then re-executing the command. For a complete description of command editing, see Software Bulletin Number 426 (available by typing HELP,SOFTBUL).

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| TOO MANY PERMANENT FILES |
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If you're receiving this message frequently, you may think you have to purge some files to save space. Not so! The Cybers allow you to use a handy facility called DUMP FILES. A dump file is a file which contains many other smaller files. You can essentially maintain as many files as you wish by storing them in dump files, up to the total space limit on your account. C.U.G. even has procedures to make dump file access simple. Just do the following when you log on:

GRAB,CUGLIB/UN=CCUSC51.  
LIBRARY,CUGLIB.

Then you'll be able to use any or all of the following commands:

NEWDUMP,df,f1,f2,...,f8.

(create a dump file called "df", containing files f1, f2, ..., up to f8; there can be any number from 1 to 8 files)

ADD,df,f1,f2,...,f8.

(this is similar to NEWDUMP, but f1 to f8 are added to an already existing dump file)

OUT,df,f1,f2,...,f8.

(create local files f1 to f8 with copies of the information stored in the dump file; the files are NOT deleted from the dump file! again, there can be any number of files from 1 to 8)

KILL,df,f1,f2,...,f8.

(this is the same as OUT, but the files are deleted from the dump file)

CAT,df.

(this will list the contents of a dump file)

The above commands are meant to be used from timesharing, but they will also work from JEF as well; just put the appropriate commands in your control card record (at the top of the file).

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| Help Needed and Wanted |
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Not everyone is the next Wirth. Some of us need extra help to handle our programming courses and to provide this help CUSA is implementing a tutor program. With this system, advanced students can make some extra money by helping weaker students with their courses. If you feel qualified to be a tutor in any course, sign up at the department office until about October 24. If you need help in a computer course, see the kind people at CUSA in room H-639.

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| Manual Aid |
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Just a word of warning: you can't know everything. When there is something troubling you about one of the computers and you do not know what to do, come to the CUG office and take a look at our collection of manuals. We have manuals on the Cybers, the VAX and soon the IBM PCs. In fact, we will be improving and expanding the scope of our manual coverage.

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| Be Nice |
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A little while back we found a suggestion in our box and it had some disturbing things to say. The person suggested that a sign be put up in the 825 JETS room to the effect: 'Unattended Terminals Are Considered Free'. It seems to be

common practice that once a person submits a job and is logged off, he or she will not let others log on to the terminal because he or she 'is not finished yet'. I have seen people put their things on the terminal to protect it while they pick up their output and wait the five minutes.

This is an absolutely horrid practice used by only the most impolite and inconsiderate of people. To say that it is to be frowned upon is an understatement; it should be abolished. If you see a terminal 'guarded' by someone, if he or she is not around, move their things and just take the terminal. If the person makes a fuss upon returning, refer him or her to either the JEF consultant or one of the operators for a lesson in politeness. If they are just sitting there waiting, ask them to make room. Once again, if trouble starts, get the JEF consultant or see one of the operators.

After you execute your program and are logged off, please allow someone else use the terminal.

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| Programming Hints -- Part 3 |
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Notice how that lamebrain editor of this no-good-for-nothing scandal sheet hasn't managed to get me much more space than last time. On to business; this month I will be giving you concrete rather than theoretical advice, something to help you succeed better at your programs.

THINK FIRST, CODE LATER: Let us pretend that you just received your next Pascal assignment. It's due in two weeks so you put it away for a week and a half and then you read the sheet for the first time. The first thing you do is start writing the main procedures. This is the time to stop.

If you insist on procrastinating, do it properly. When the assignment is handed out, read it over carefully a few times

before you put it aside. Over the next week and a half you will naturally tend to think about it in spare moments and begin to form ideas about the solution almost subconsciously. Mulling over the problem will give you a head start on the algorithm without expending too much energy.

DATA STRUCTURES FIRST, MAIN PROGRAM SECOND: When you write a program, the first thing you usually do is start writing the main procedures. What you end with getting is a program where the interfaces between the various procedures are unclear and confused; the parameter passing is inconsistent. It does not work. What you end up doing is restructuring the entire thing.

My handy-dandy suggestion is that you start by designing the algorithm. This involves doing flowcharts or pseudocode which outlines your basic attack on the problem. The previous hint gives you an idea of the algorithm for algorithm design. Once this is done, your next task is to take a look at what you are working with. What comes in and what to do with it is the problem of data structures. Now you start coding: but no procedures. If you are working in Pascal, you write the CONST, TYPE and VAR sections of the program so that you know exactly what you are working with later on.

When you design the data structures, be very careful not to leave yourself backed into any corners: know the nature of the problem including all the exceptions. This gives you the strength to go on to the main program and translate the algorithm you designed above into the appropriate language. Following the rules of structured programming, you should now go on to the more important procedures, and finally end off by doing the 'dirty work' procedures.

SOURCE: The musings of the author; the book PASCAL WITH STYLE.